ENJOY THE SHOW...
<- Odbal
What is this?
Hey, kid.
Looks like you just stumbled upon an issue of the
CHAINGUN ISLAND ZINE!!!
The craziest ZINE in the Southern Ohio area! This ZINE is chock-full of mind-bending journalism that'll be sure to make the authority figure of your choice's head spin! We got Music, Movies, and Videogames out the wazoo!
That ain't so bad, eh?
Anywho... I'm your eclectic DJ (Zine-Jockey for those uninformed) 8-Track TeckHead, the undead cyborg from Milford.
Issue 8
The CHAINGUN ISLAND Zine
THE CHAINGUN ISLAND WEBSITE IS HERE!
HEROES! VILLAINS! and
Special thanks to Jack Bell for the cover art!
That's it, show's over. Thanks for reading and
KEEP IT ECLECTIC!!!
A Chaingun Island Production
...Or you could always shoot us an e-Mail at:
MAIL
chaingunisland@gmail.com
8-Track TeckHead
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WANT MORE CHAINGUN ISLAND? FIND US ON THE WORLD-WIDE-WEB!
THE BLURB
Issue 8, don't be late! Dr. Sylvestarian's been givin' me a hard time again! Just last week he grafiti'd a weiner on the wall of the dumpster! I dunno what I did to incur the wrath-a that skatterbrained professor, but I'll let him know here and now that 8-Track TeckHead won't go down that easily! That damn nutcase has been on MY case for a good few months now! He keeps ramblin' about one-a my secret projects, that bein' the Internet Radio Station I keep talkin' about on my sites. Okay, so maybe it isn't as discrete as I thought, but still! I don't want him spoilin' the surprise! Nobody likes a leaker! In other news... I finally fired up the OFFICIAL CHAINGUN ISLAND WEBSITE! Now I'm an avid web-hole surfer, I must check out about FIFTY websites a day! I surf relentessly, yet I have no site of my own! I wanted a piece-a that web pie! So, I snuck into the library and borrowed a book called "Ron Boehmer's HTML Manifesto" with a little star at the bottom that said "Plus a CSS epilogue by Computer Central's Craig Crahan". So, I got cookin', and the rest is history. If ya wanna check it out, ya gotta read all the way to the BACK! (or you could just flip the zine around who's gonna stop ya?) ANYWHO, I plan on puttin' a whole lotta lovin' into it so make sure to check routinely! Let's just hope Dr. Sylvestarian doesn't learn how to code...
Odbal's Pick
The Tick - 2001
Heh-heh-HEY boisengoils! It's time for an Odbal Pick of SUPER proportions! The Tick's my favorite superhero; and Patrick Warburton's one-a my favorite actors! You bettah believe I was OVERJOYED to see him play the Tick! This ain't yer average superhero show either, unlike yer comics and yer sentais, this show has NO ACTION! Yup, it's a super SITCOM! Perfect for a... slow fella... like me! My only real GRIPE about this short shuper-show is the lack of Die Fledermaus and American Maid, instead they got replaced by two HORNY honchos named Batmanuel and... Captain Liberty. I may be stupid, but even I know when the writers are phonin' it in! Ahhh, I'm soundin' like TeckHead! I still love the LARD outta this TV show! A pretty ODD BALL Odbal Pick, eh?
Creator: Ben Edlund
Genre: Superhero Comedy
Seasons: 1
SPOON!
Developer and Publisher: KID
Released: 1999
DRIVE!
Cassetta's Flick
Stanley - 1972
Good evening, Ladies and Lamies. It's not often that a horror flick, especially a cheesy one, can spark up such a large moral quandary in me. Stanley is a movie about a disillusioned Seminole Indian Vietnam Veteran, named Tim Ochopee, who raises snakes in the middle of the Florida everglades and is incredibly protective of them. Because of his heritage, he is the target of prejudice by a local businessman that ties to get him to sell his snakes so that he can make belts out of their skin.
Naturally, Tim refuses, and this businessman's advances become increasingly aggressive, culminating in him hiring an incredibly stylish cokehead hitman to kill Tim. Over the course of the flick, Tim becomes more and more misanthropic, ultimately training Stanley, his favorite snake, to bite those who oppose him. This is what makes Tim our slasher, or should I say biter, of the week. It's incredibly obvious that the flick has a strong environmentalist message, which I greatly appreciate. The issue in this however, is the treatment of the snakes on set. Apparently, many of the snakes were brutally de-fanged or sewn shut, and I'm not sure about you, but the snake deaths in this flick seemed almost too real. This is the quandary. I'm not sure how I can take anything away from this flick when it betrays its own message. Although, there is a secondary message in this film, one that doesn't collapse under early 70s filmmaking ethics. That being a singular quote from a stripper of all characters.
"Any kind of love is better than any kind of hate".
I say give this flick a try. It's the first horror movie that I've seen in a long time that's made me ponder.
Genre: Animal Horror
Runtime: 106 Minutes
Director and Writer: William Grefé
TECKHEAD'S SIDE B
Sinking Ships - Dream
Sinking Ships was some post-punk band out of Britain. Born from the ashes of the punk movement, these fellas would cut a few singles that're just somethin' else! Outta the handful they released, I'd have to say "Dream" is my favorite, why else would I be reviewin' it?! Anywho, This song sounds like if Bleach-era Nirvana and Romeo Void had a baby, and David Byrne was the surrogate. Don't imagine that, that's kinda gross. This single's got it all: A middle-eastern-soundin' bassline, spookshow-esque organs, screamin' free-jazz sax, and SCHPOOKY singin'! I've listened to a lotta post-punk, but this one just grabs me by the CYBERNUTS! I dig it a lot! That bein' said, I give this swingin' single 4.5 outta 5 TeckHeads!
The only thing that could be better 'bout this is the masterin'. It's a little TOO lo-fi at times.
Genre: Post-Punk
Country: Britain
Label: Recession Records
Released: 1981
Pepsiman - Sony PlayStation
"PEPSIMAAAAAAAN!"
Talk about ECLECTIC! Pepsiman is a third-person runnin' game in which you play as PEPSIMAN, Pepsi's japanese mascot. Now I'm more of a Coca-Cola guy myself, but HOLY MOLY! This game is absolutely NUTS! The gameplay itself is kinda chunky, ya gotta run 'n collect all the Pepsi cans in order to save some thirsty schmuck at the end of the level. There's times when your controls get all switched-up, which is ANNOYIN'! The absurd amount of PRODUCT PLACEMENT makes up for it. I would complain about the sheer amount of it, but it doesn't take itself TOO seriously, methinks, so I'm gonna give it a pass. The game's interspliced with these live-action cutscenes of some random dude's obsession over Pepsi. He kinda reminds me of Odbal. Now, some may think that's corny, but I DIG it! I wish more videogames had live action cutscenes, it's got a certain charm to it, eh?
All in all, I give this audacious advergame 3 outta 5 TeckHeads.
"Pepsiman for TV game!"
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